

Application No.: 09/674,079

Docket No.: 11345/027001

AMENDMENTS TO THE CLAIMS

Please amend the claims as follows.

1.-19. (Canceled)

20. (Currently Amended) A method for processing video data in a receiver/decoder comprising:
designating a first buffer sub-area as a display buffer;
designating a second buffer sub-area as a working buffer;
storing subtitle data in the working buffer;
storing graphics data in a third buffer sub-area; and
copying the graphics data from the third buffer sub-area into the working buffer to obtain a complete subtitle page;
interchanging ~~the designation roles~~ of the working buffer and the display buffer first buffer sub-area and the second buffer sub-area; and
displaying ~~the video data comprising data from the display buffer~~ the complete subtitle page,
wherein the graphics data is copied into the working buffer just before the working buffer becomes the display buffer,
wherein the complete subtitle page ~~video data~~ comprises both the subtitle data and the graphics data, and
wherein the first buffer sub-area, the second buffer sub-area, and the third buffer sub-area are located in a graphics buffer region.
21. (Previously Presented) The method of claim 20, wherein the third buffer sub-area comprises a plurality of icon buffer sub-areas.
22. (Previously Presented) The method of claim 21, wherein graphics data is stored in any one of the plurality of icon buffer sub-areas.
23. (Currently Amended) The method of claim 20, wherein interchanging the ~~designation roles~~ of the ~~first buffer sub-area and the second buffer sub-area~~ working buffer and the display buffer occurs at a specific time interval.

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24. (Previously Presented) The method of claim 23, wherein the specific time interval is in the range of 5-10 seconds.

25. (Currently Amended) The method of claim 20, wherein displaying the ~~video data~~ complete subtitle page comprises displaying graphics data over the subtitle data for overlapping portions of graphics data and subtitle data.

26. (Currently Amended) The method of claim 20, wherein displaying the ~~video data~~ complete subtitle page comprises displaying non-overlapping portions of graphics data and subtitle data concurrently.

27. (Canceled)

28. (Currently Amended) The method of claim 20, wherein other received data to be displayed as ~~video data~~ the complete subtitle page is copied into the working buffer immediately after copying the graphics data into the working buffer.

29. (Currently Amended) The method of claim 20, wherein the ~~video data~~ complete subtitle page comprises a graphics layer comprising the graphics data and the subtitle data, a stills data layer, a moving image data layer, and a cursor data layer.

30. (Previously Presented) The method of claim 29, wherein the moving image data layer and the subtitle data comprise at least part of an MPEG datastream.

31. (Previously Presented) The method of claim 20, wherein graphics data comprises icon data.

32. (Currently Amended) An apparatus for processing video data in a receiver/decoder comprising:

a first buffer sub-area initially designated as a display buffer and configured to store subtitle data;

a second buffer sub-area initially designated as a working buffer; and

a third buffer sub-area configured to store graphics data,

wherein the receiver/decoder is configured to:

copy the graphics data from the third buffer sub-area into the working buffer to obtain a complete subtitle page;

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~~interchange the designation roles of the first buffer sub-area and the second buffer sub-area~~ working buffer and the display buffer; and
display ~~the video data~~ the complete subtitle page ~~comprising data from the display buffer~~, wherein the complete subtitle page ~~video data~~ comprises the subtitle data and the graphics data,
wherein the graphics data is copied into the working buffer just before the working buffer becomes the display buffer,
wherein the first buffer sub-area, the second buffer sub-area, and the third buffer sub-area are located in a graphics buffer region.

33. (Previously Presented) The apparatus of claim 32, wherein the third buffer sub-area comprises a plurality of icon buffer sub-areas.

34. (Previously Presented) The method of claim 33, wherein graphics data is stored in any one of the plurality of icon buffer sub-areas.

35. (Currently Amended) The method of claim 32, wherein interchanging the ~~designation roles~~ of the ~~first buffer sub-area and the second buffer sub-area~~ working buffer and the display buffer occurs at a specific time interval.

36. (Previously Presented) The method of claim 35, wherein the specific time interval is in the range of 5-10 seconds.

37. (Previously Presented) The apparatus of claim 32, wherein graphics data comprises icon data.

38. (Currently Amended) The apparatus of claim 32, wherein displaying the ~~video data~~ complete subtitle page comprises displaying graphics data over the subtitle data for overlapping portions of graphics data and subtitle data.

39. (Currently Amended) The apparatus of claim 32, wherein displaying the ~~video data~~ complete subtitle page comprises displaying non-overlapping portions of graphics data and subtitle data concurrently.

40. (Canceled)

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41. (Currently Amended) The apparatus of claim 32, wherein other received data to be displayed as ~~video data~~ the complete subtitle page is copied into the working buffer immediately after copying the graphics data into the working buffer.

42. (Currently Amended) The apparatus of claim 32, wherein the ~~video data~~ complete subtitle page comprises a graphics layer comprising the graphics data and the subtitle data, a stills data layer, a moving image data layer, and a cursor data layer.

43. (Previously Presented) A broadcast and reception system including a receiver/decoder according to claim 32, and means for broadcasting said data.